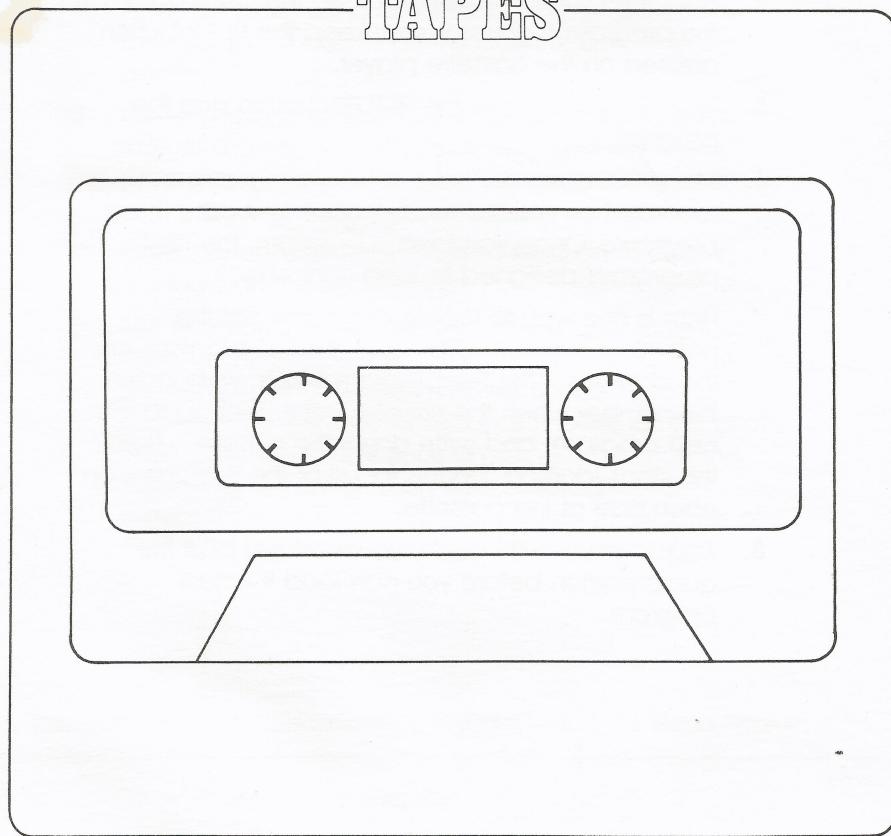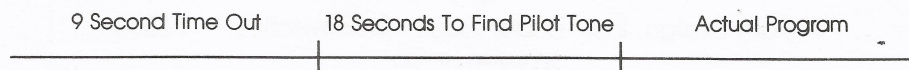# LOADING INSTRUCTIONS FOR
ATARI ™
TAPES

Please read even if you know how to load cassettes!

1. All PDI courseware is written in BASIC. Make sure that the BASIC cartridge is in place.

2. If you are loading the first program on the cassette, rewind the cassette fully. Set the counter on the cassette machine to 000.

3. Push the PLAY button down on your cassette player. Type CLOAD and press RETURN twice. Your cassette player should start moving. You should hear within 27 seconds the program loading. The sound will come through your TV set.

4. After the program loads you can run the program. If the program requires voice, keep the PLAY button pressed on the cassette player.

5. Type RUN and press the RETURN key to start the program.

6. Many PDI cassettes have several programs recorded on a side. You will have to locate these programs. Once you load a program, the next program is designed to load right after it.

7. Here is one way to locate programs. Set the cassette counter to 000. Load the first program on the cassette. After the program loads, write down the number when the counter stops. Then load the next program, and write down the number where this stops loading. Do this for all of the programs on each side of the cassette.

8. For programs with voice, you must get past the audio portion before you can load the next program.
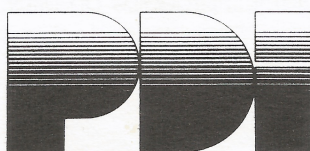
LOADING PROBLEMS

1. Two things can cause a program not to load — starting the load in the wrong place on the tape, and speed variations in the cassette player. While it is possible for a cassette to be defective, 90 percent of loading problems occur with the cassette player or the computer user.

2. Sometimes the leader (the colored ribbon at the beginning of the tape) on the cassette is too long. If you have trouble loading the first program on the cassette, rewind the cassette to 000, and then fast forward 2 or 3 counts on the counter before trying again.

3. Some cassette players have trouble with an entire side of a cassette. If this happens, and the same programs are on the B side, turn the cassette over and load from the other side.

4. Often, when a program fails to load on the first try, it will load on the second try.

5. The programs on a cassette have a pilot tone that preceeds the actual program. When you CLOAD, the computer ignores everything on the tape for 9 seconds. For the next 18 seconds it looks for the pilot tone. If the computer finds anything other than the pilot tone, it may give an error message. The computer must find a program within 27 seconds of the CLOAD, or it will produce an error message.

9 Second Time Out   18 Seconds To Find Pilot Tone   Actual Program

PROGRAM LOCATION CHART

	PROGRAM	START LOADING	FINISH LOADING
1	GAME	000	58.
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

PDI

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